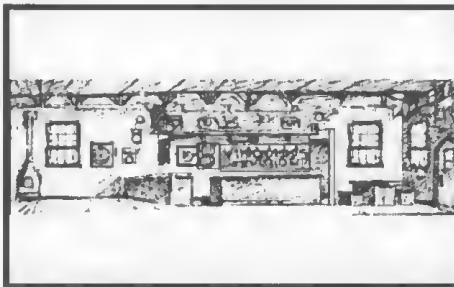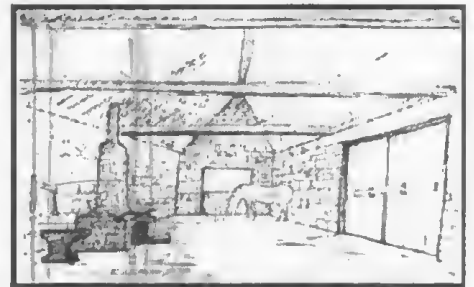## IA-PUB

Priority   1a

✓

IA-SMITH

Priority   2a

✓

IA-AUINS

Priority   3a

✓

IA-DLMAN

Priority   4a

IA-WOODS
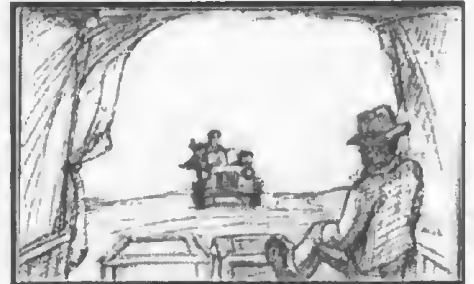
Priority   5a

IW-BEES

Priority   6a

IA-PUB-X

Priority   7a
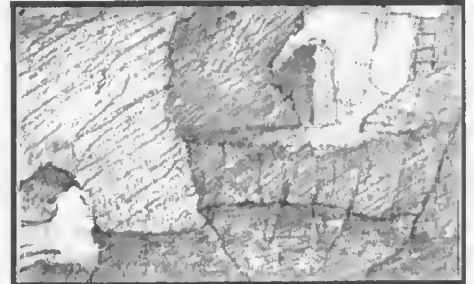
IA-TRUCK

Priority   8a

IW-BODY

Priority   9a
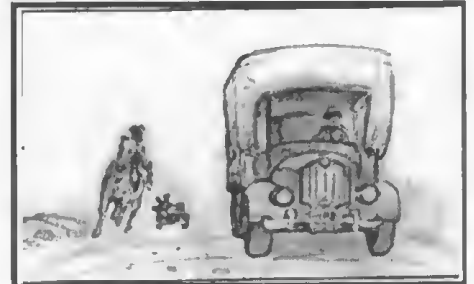
IA-STONE

Priority   10a

IA-OVEA

Priority   11b

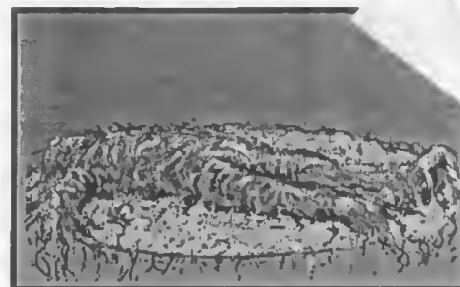## IA-CHASE

Priority   12b

IW-HAND

Priority 13c

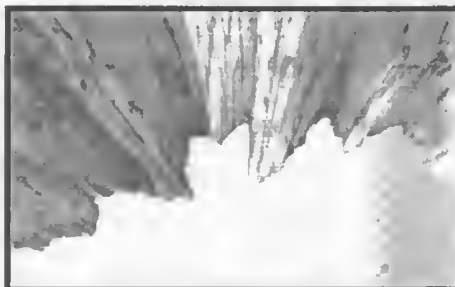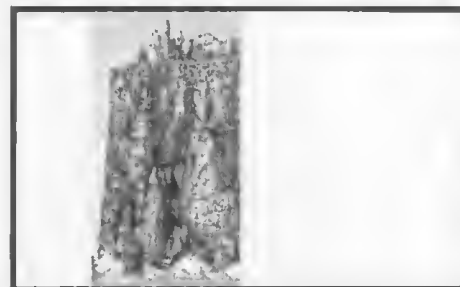## ID-CU-CO

Priority 14c

IC-DOWN

Priority 15c
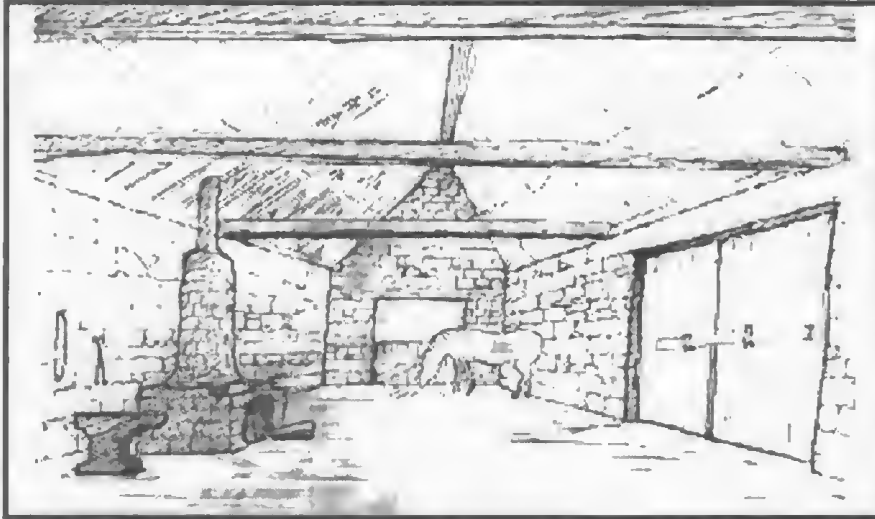
IR-CLIFF

Priority 16c

IR-VILL

Priority 17c

IR-SMITH

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Smithy near Monastery Ruins | **Perspective** Regular

What happens here

Indy must fashion longer chain using the Blacksmith equipment.
Indy must use coals with the fire, use the bellows, and hammer the metal into a link to join the chain pieces
Later Bellows used with smoky peat to quiet bees
Indy finds a chain here (2 actually... one holding the horse, and one attached to the bellows. The one w/horse has hook.
Indy starts flames for his torch here.
There is a horse here. There is a bridal here... use bridal?

Doors to...	Actors	Sounds	Special Case Animations
IR-RUINS	IS-HORSE	forging metal, hammer blows, whinnies	IS-FORGE Indy forging metal IS-BELLO Indy using Bellows IS-HORSE White riding horse

Pickupable objects

i-coals Coals for forge
i-bridal Bridal for horse
i-bellow Bellows for bee smoke
i-hchain Chain holding horse
i-bchain Chain with bellows
i-fsack Feed sack from horse
i-tongs Tongs for forging

Multiple State Objects

Touchable objects

note from horse owner
(needs shoeing?)
anvil, tongs, horse
shoes, tongs

Puzzles/IQ points

Indy uses forge
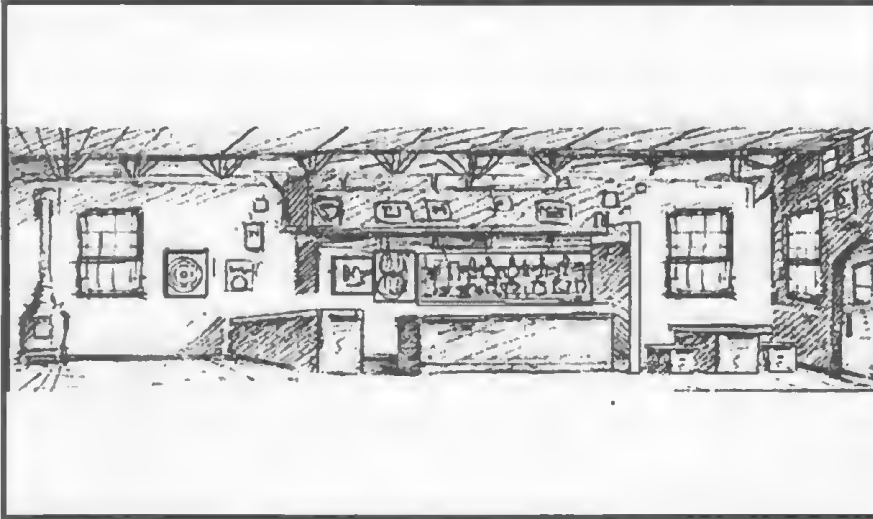
IR-PUB

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Ireland Pub   **Perspective** Regular

What happens here

Indy is shunned by patrons, buys drink for Costello who suspects that Constable was killed. Indy searches the woods and finds corpse and returns with news. Indy finds burned note inside fireplace. Indy can buy beer for dart thrower in order to break mirror (wooden dart board case has mirrored front). Costello later makes accusation of murderess.

Doors to...	Actors	Sounds
IR-VILL	BARTENDR	pouring beer
	COSTELLO	clinking glasses
	PATRON1	chatter
	PATRON2	
	PATRON3	
	PATRON4	
	DARTGUY	

Special Case Animations

```
IY-SIT    Indy sits down and drinks
CO-SIT    Costello sits at table, drinks, up
DARTGUY   Patron who drinks & plays darts,
smash mirror
BARTENDR pours drinks, wipes bar, tidies up
PATRON1-4 talk, drink, listen to accusation
CO-ACCUS Costello walks drunkenly, talks to
patrons and gestures at priestess
```

Pickupable objects

```
i-clue    Message from Priestess
i-mirror  Broken pieces of mirror
i-zippo   Lighter
i-shovel  Fireplace shovel
```

Multiple State Objects

```
Door
Dart Board w/ mirrored
case
```

Touchable objects

```
Mugs, Photos, News
Clips, Cricket Trophies,
equestrian awards, darts
trophy
```
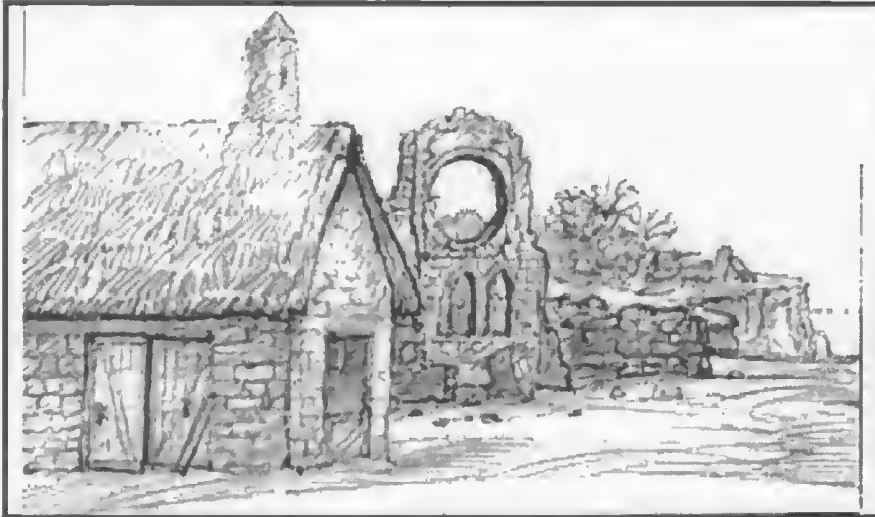
Puzzles/IQ points

```
Find clue in fireplace. (use shovel w/ ashes)
Get dart player drunk and break mirror for pieces.
Bring all three clues to Costello.
```

IR-RUINS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Ireland Ruins/ Entry to the smithy and the woods   **Perspective** Regular

What happens here

Horse is seen at smithy door.
Smoke rises when Indy uses forge

Doors to...	Actors	Sounds	Special Case Animations
IR-OVER	JEEP	Galloping?	JEEP Jeep pulls up with Dunkelvolk
IR-SMITH	STALLION	Jeep revs (tires in	STALLION Horse bursts through doors w/indy
IR-WOODS		dirt)	IR-CLIMB Indy climbs cliff, runs to smithy
			IR-REACT Dunkelvolk reacts, shoots

Pickupable objects	Multiple State Objects	Touchable objects
i-plank to cross bog in woods? dig body?	smoke	'Back Soon' note White horse Burned Ruins Entry to woods

Puzzles/IQ points

IR-DLMAN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Ireland Dolman Stone/Tree

Perspective Regular

What happens here

Indy watches ceremony. Priestess uses flames to remove roots. Druids pry stone up with great effort. Priestess walks down under tree. Dunkelvolk brings Costello as Prisoner. Dunkelvolk initiation. Costello held to stone. Priestess presents Stone Bowl, pours water on Costello. Costello death by roots. Indy sneaks away. Indy returns, uses own torch on roots, raises stone with chain. Druids return trapping Indy below.

Doors to...	Actors	Sounds	Special Case Animations
IR-WOODS	PRIESTES DRUID1 DRUID2 DRUID3 DRUID4		ID-FLAME priestess uses flames ID-ROOTS roots pull back ID-LIFT Druids raise stone up/lower ID-PRISN walks,Costello held by Dvolk,stone ID-RITES Priestess raises bowl, pours fluid ID-TORCH Indy uses torch on roots ID-LIFT Indy sets chain, raises stone * anims in ID-CU-CO if room not used

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Indy uses torch on Roots
Indy opens stone entrance

IR-WOODS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Ireland Woods | **Perspective** Regular

What happens here

Indy follows crows to Constable's shallow grave.
Indy finds path to Bees and Cloth clue

Doors to...	Actors	Sounds	Special Case Animations
IR-RUINS		Crow calls	iw-crows Crows flying towards body in woods
IR-DLMAN		WolfHound barks	
IR-BODY			
IR-BEES			

Pickupable objects | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

Follow crows to body

IW-BEES

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Bees keeping Indy from plaid cloth clue

Perspective Regular

What happens here

Swarm of bees block path towards Dolman stone as well as prevent Indy from picking up cloth clue. There is blood on the cloth and it is made from a family plaid.

Doors to...	Actors	Sounds	Special Case Animations
IR-WOODS		buzz	IW-BELLO Indy uses bellows with smoke
			IW-SMOKE Cloud of smoke to calm bees

Pickupable objects

i-plaid   Plaid piece of clothing
i-hive   Bee hive for pub

Multiple State Objects

Touchable objects

angry bees, brambles

Puzzles/IQ points

Make smoke from Bellows, and smoky peat
Get Plaid cloth clue

IR-PUB-X

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Ireland Alley

Perspective Regular

What happens here

Indy can collect 5 pieces of peat in order to make his torch for the Dolman stone.

Indy could drop swarm of bees down fireplace chimney in order to empty out pub?
Need to stack barrels on top of each other?
Push peat box under smoke stack
Drop bees down stack

Doors to...	Actors	Sounds
IR-VILL		

Special Case Animations

IR-PEAT   Indy opens peat box, removes peat
IA-CLIMB Indy climbs in window
IA-BPOUR Indy pours bees into chimney

Pickupable objects

i-peat   Piece of peat for fireplace
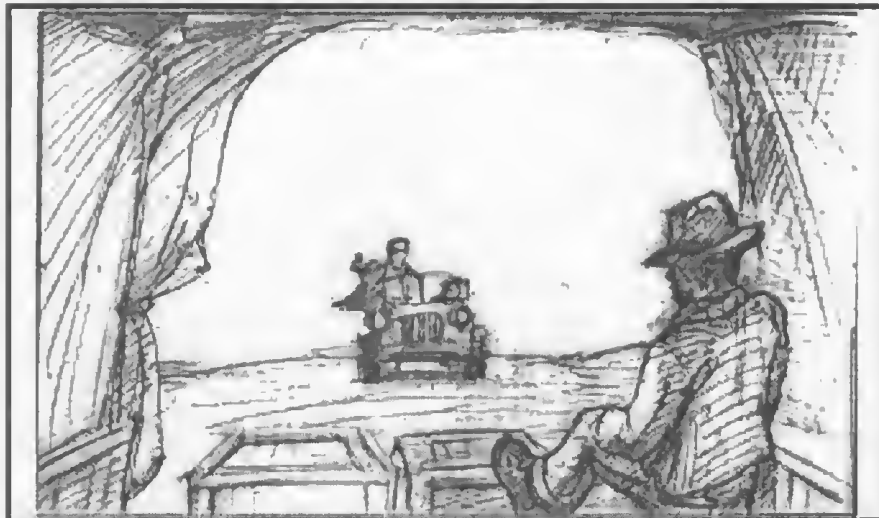
Multiple State Objects

Touchable objects

Puzzles/IQ points

IR-TRUCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Ireland Truck scene (Inside Truck) | **Perspective** Regular

What happens here

Indy just keeps shoving crates out the back. There is a crow bar hanging from one side. When openned, the crates still won't stop the jeep. Solution is to eventually throw the crow bar to stop the jeep

Doors to...	Actors	Sounds	Special Case Animations
none	IT-JEEP		IT-SHOVE Indy shoves crates from the truck IT-CRATE Crate falls from the truck IT-JEEP Jeep swerves but keeps getting closer IT-THROW Indy throws crow bar in desperation IT-OPEN Indy opens crates with crowbar

Pickupable objects	Multiple State Objects	Touchable objects
i-crowbar		

Puzzles/IQ points

Throw the crow bar

IW-BODY

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Constable's Body found in Woods   **Perspective** Regular

What happens here

Indy follows the crows to the shallow grave of the Constable. Crows surround a small hill of dirt. With a little digging, Indy uncovers the hand of the Constable. After openning the hand, a crow grabs the locket and jumps away. Indy must get something shinnier than the locket to attract the crows. The locket is the next clue to the murderer

Doors to...	Actors	Sounds	Special Case Animations
IR-WOODS		cawwing	IB-DIG Indy digs for the body with shovel IB-CROW Crow with locket jumps away, flies if disturbed, drops locket IB-SHINY Indy places shiny mirror for crows

Pickupable objects	Multiple State Objects	Touchable objects
	lots of crows body under dirt	crows

Puzzles/IQ points

Find the body
Use shovel from Pub to dig up dirt
Use broken mirror w/ light beam, and walk away to get crow to drop locet
Get the locket back from the crows with the shiny mirror

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Ireland Overview of cliffs/Monastery/Village

Perspective OverVie

What happens here

Map View... Player is able to select Smithy, Village, Dublin (return to Map view), maybe Woods Entrance after Woods found from IR-RUIN screen

Doors to...	Actors	Sounds	Special Case Animations
MP-EUROP			
IR-RUIN			
IR-VILL			
IR-WOODS			

Pickupable objects
none

Multiple State Objects

Touchable objects

Puzzles/IQ points

IR-CHASE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Ireland Chase scene (Road)

Perspective Regular

What happens here

Just a dramatic cut scene to get to the interior truck view.
May want to only show road as indy scales up.... then pan truck over....

Doors to...	Actors	Sounds	Special Case Animations
			IC-HORSE Horse running towards camera IC-JUMP Indy jumps from horse to truck

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

IW-HAND

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | CloseUp of Constable's hand w/ locket and crow

Perspective Close Up

What happens here

Indy pushes arm and opens the hand and sees a locket
Crow flies in from over indy shoulder and quickly grabs the locket and flies away.
Indy reacts to losing locket

Doors to...	Actors	Sounds	Special Case Animations
IR-BODY			IH-OPEN Indy pushes arm and opens the hand
			IH-CROW Crow flies from branch, grabs locket

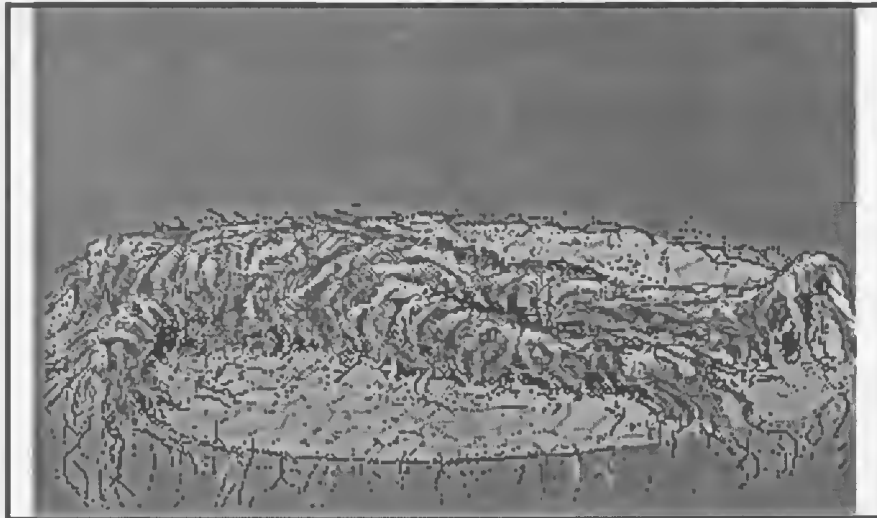| Pickupable objects	Multiple State Objects	Touchable objects
i-locket locket from murderer w/photo		

Puzzles/IQ points

Way to open the hand... push arm in close-up

ID-CU-CO

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description CloseUp of Costello held to Dolman Stone

Perspective Regular

What happens here

Close up of Costello held to Dolman stone as the roots bind his legs, and later the roots enter his abdomen.
This is low priority and we should try this with the IR-DLMAN shot first!

Doors to...	Actors	Sounds	Special Case Animations
		something hideous	*ID-BIND Roots grab wrists/ankles *ID-TEROR Costello watches roots *ID-DEATH Costello is killed by roots

Pickupable objects

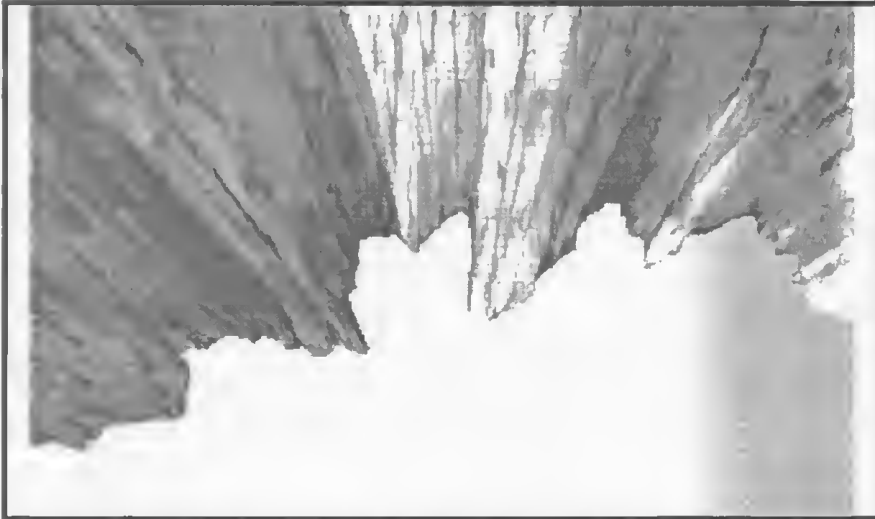**Multiple State Objects**

Touchable objects

Puzzles/IQ points

IC-DOWN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Ireland Cliff looking Down (Cut Scene)   **Perspective** Regular

What happens here

Indy exits the stone room and is caught in the waves. Indy begins climbing the cliff face

Doors to...	Actors	Sounds	Special Case Animations
			IC-SWIM Indy swims to cliff side
			IC-CLIMB Indy climbs the cliff face

Pickupable objects   **Multiple State Objects**   **Touchable objects**

Puzzles/IQ points

IR-CLIFF

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Ireland Cliff 3 screen vertical shot

Perspective Regular

What happens here

Opening for Ireland... Pan up from seaview

Doors to...	Actors	Sounds	Special Case Animations
		waves crashing gulls calling	IC-WAVES Waves crashing against the cliff

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

IR-VILL

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Ireland Village

Perspective   Regular

What happens here

Indy can travel to the Overview, the Pub, the Alley

Doors to...   Actors   Sounds   Special Case Animations

IR-OVER
IR-PUB
IR-ALLEY

Pickupable objects   Multiple State Objects   Touchable objects
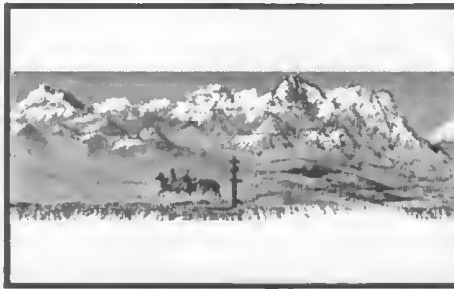
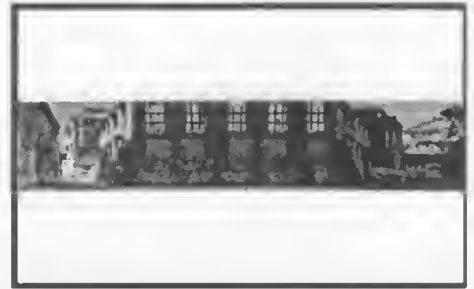Puzzles/IQ points

TU-GUIDE

Priority

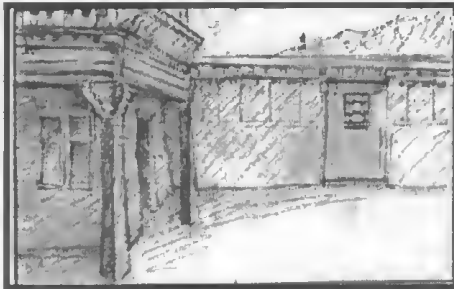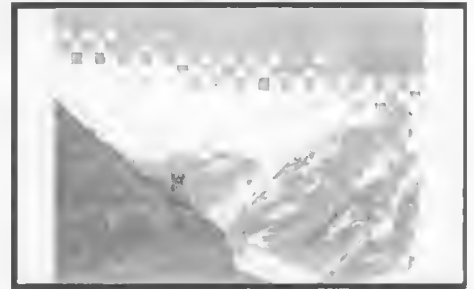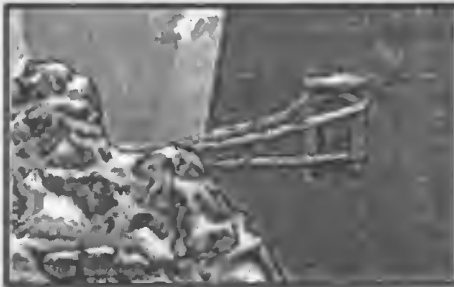## TU-MRRKT

Priority

TU-SHRPR

Priority

TM-TREK

Priority

TM-DOOR

Priority
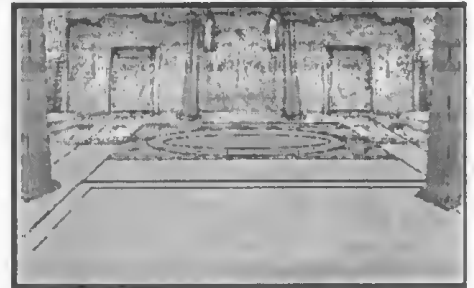
TM-OUER

Priority

TM1-PRYR

Priority

TM1-TEST

Priority

TM1-WRRR

Priority

TM2-PRYR

Priority

TM2-TEST

Priority
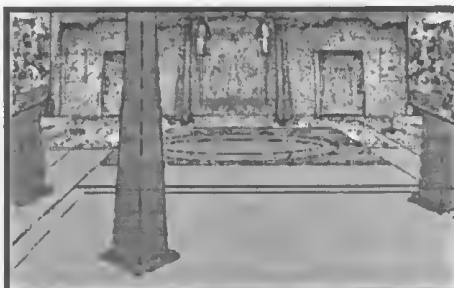
TM2-WRRR

Priority

TM3-PRYR

Priority
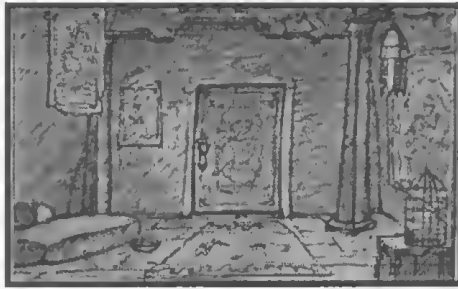
TM3-TEST

Priority

TM4-TEST

Priority
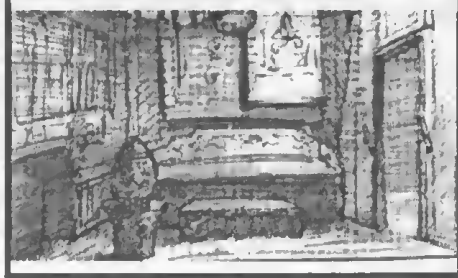
TM-BRIDGE

Priority

TM4-PRYR

Priority
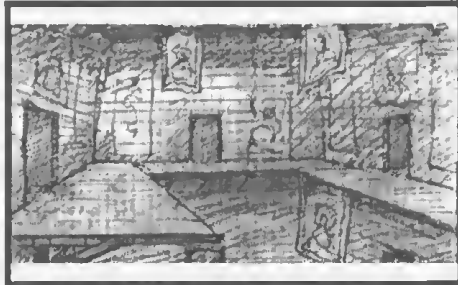
TU-GUIDE

Check List

Backgrounds BW
Backgrounds Color
Object Status
Animations

Room Specific Tasks

Room description | Tibet intro shot showing Indy guided to Village | **Perspective**

What happens here

CUTSCENE: Indy with guide and donkey silhoetted against sunrise Everest.

Doors to...	Actors	Sounds	Special Case Animations
none	Indy Guide		

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

TV-MARKT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Tibet Village Market Exterior, introductory shot | **Perspective**

What happens here

Doors to...	Actors	Sounds	Special Case Animations
MP-EUROP	INDY		
TV-SHRPA			

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

TV-SHRPA

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Where Indy meets his Sherpa Guide | **Perspective**

What happens here

Convince Sherpa to guide you to the Monastery of the Butterflies.

Doors to...	Actors	Sounds	Special Case Animations
TV-MARKT	Indy Sherpa		

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

TM-TREK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Indy with Sherpa treck to Monastery | **Perspective**

What happens here

Doors to...   **Actors**   **Sounds**   **Special Case Animations**

Pickupable objects   **Multiple State Objects**   **Touchable objects**

Puzzles/IQ points

TM-DOOR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Tibet Tower doorway with monk inside | **Perspective**

What happens here

Indy greeted by monk and given Hot Tea...fog lifts and all towers now visible
After Indy has the piece, he sees the true state of the ruins and head down back with Sherpa.

Doors to...	Actors	Sounds	Special Case Animations
TM1-PRYR	Monk Sherpa Indy		

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

TM-OVER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Tibet Monastery Overview of towers/fog lifts | **Perspective**

What happens here

Indy and Sherpa arrive at the tower door
Indy proceeds to the doorway closeup

Doors to...	Actors	Sounds	Special Case Animations
TM-DOOR	Indy Sherpa		

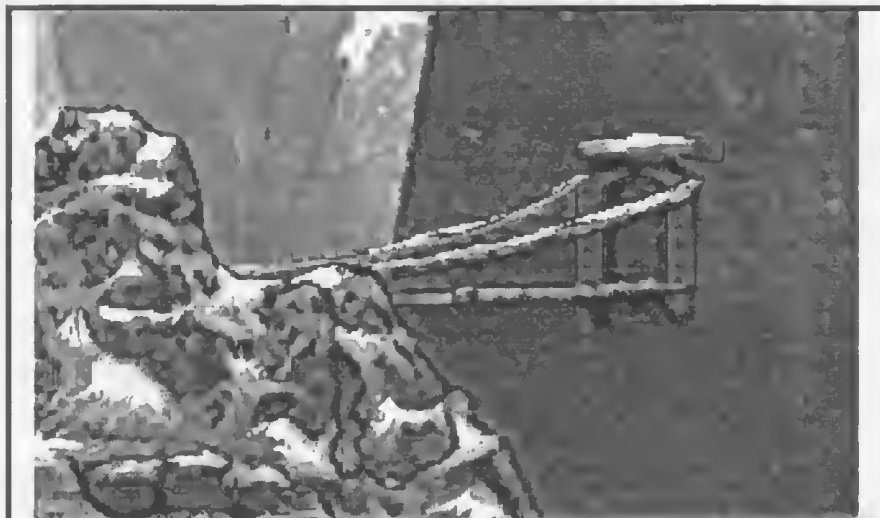**Pickupable objects** | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

TM1-PRYR

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | First Tower Prayer Flag room | **Perspective**

Whet happens here

Indy gets to read the prayer flags telling of the founding of the monastery

Doors to...	Actors	Sounds	Special Cese Animations
TM1-DOOR	Indy		
TM1-TEST			

Pickupable objects	Multiple State Objects	Touchable objects
		FLAG-1
		FLAG-2

Puzzles/IQ points

TM1-TEST

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | First Test of Indy...Greed | **Perspective**

What happens here

This room is in flames with the stone piece on one side, and an old monk on the other. Indy must decide if he is to pick up any of the valuable objects in this religous room. If he does, he fails the test.

Doors to...	Actors	Sounds	Special Case Animations
TM-OVER	Indy		

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

TM1-WARR

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   First Warrior... pull rug   Perspective

What happens here

Indy is confronted by a suit in armor which comes to life. Indy must fight the knight by moving him to the center of the room. He must then pull the rug from underneath him to prevail. If he fails, Indy backs out the door to TM-DOOR.

Doors to...	Actors	Sounds	Special Case Animations
TM1-TEST TM-OVER	Indy Knight		

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

TM2-PRYR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description More Prayer Flags/Ash   Perspective

What happens here
More prayer flags
Ashes in fireplace
The prayer flags tell of Magnus' use of the stones and the arrival of the piece (of stone).

Doors to...	Actors	Sounds	Special Case Animations
TM2-TEST	Indy		

Pickupable objects	Multiple State Objects	Touchable objects
Ashes		

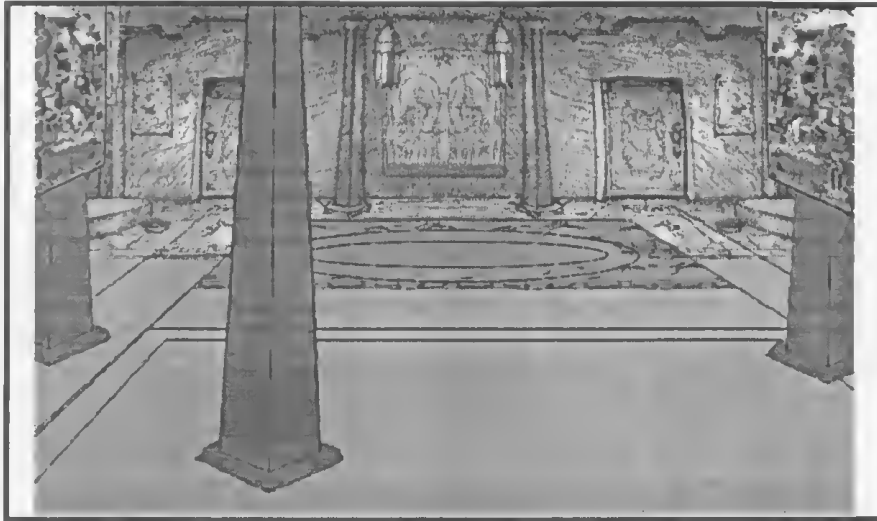### Puzzles/IQ points

TM2-TEST

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Test for ?   Perspective

What happens here

Doors to...	Actors	Sounds	Special Case Animations
TM-OVER			

Pickupable objects

MANY!

Multiple State Objects

Touchable objects
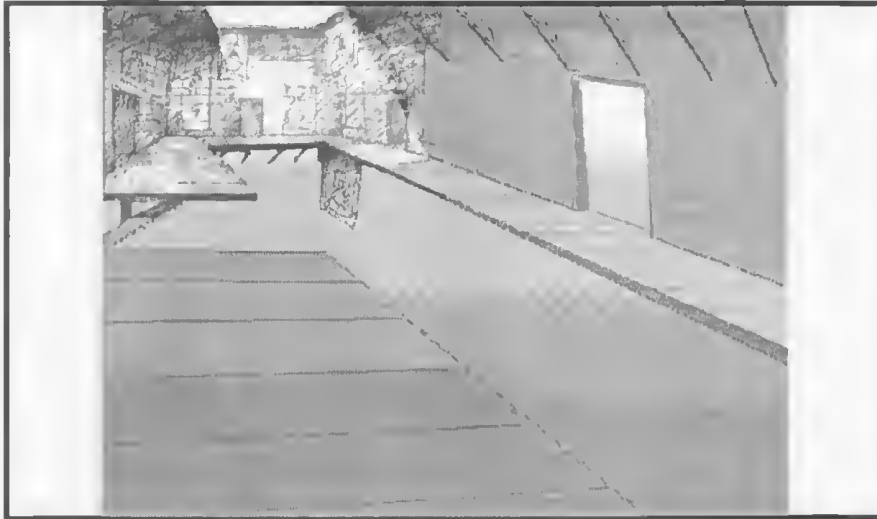
Puzzles/IQ points

TM2-WARR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Second Warrior...fall from walkway | Perspective

What happens here

Doors to... | Actors | Sounds | Special Case Animations

Pickupable objects | Multiple State Objects | Touchable objects

Puzzles/IQ points

TM3-PRYR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   More Prayer Flags   **Perspective**

What happens here

More flags
Indy picks up a sword.
The prayer flags show the breaking of the Ouroboros.
The next flag shows the arrival of many false claimants.
The next flag show the arrival of the true Restorer (Indy).

Doors to...	Actors	Sounds	Special Case Animations
TM3-TEST	Indy		

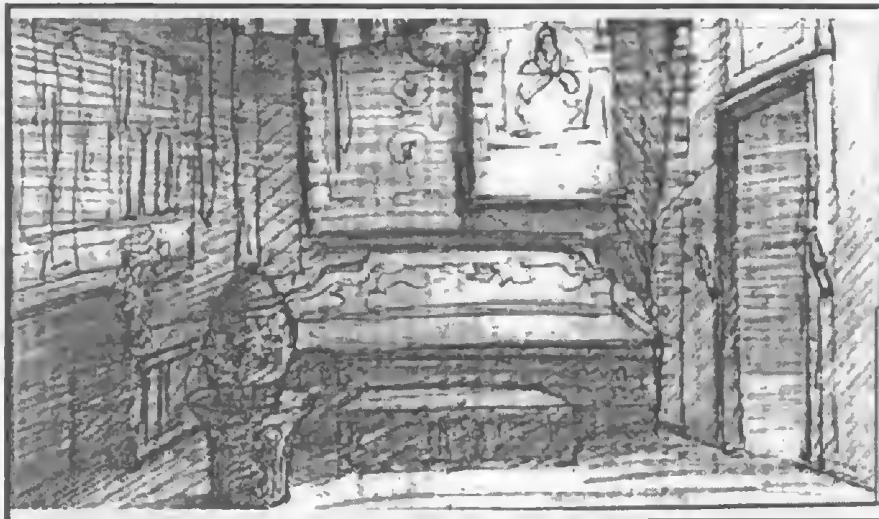| Pickupable objects	Multiple State Objects	Touchable objects
Sword		

Puzzles/IQ points

TM3-TEST

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Test for Honor/Humility... get shield | **Perspective**

What happens here

A great sword battle ensues
When won, Indy must give sword to warrior
Indy receives shield in return
shield has emblem of oroborous

Doors to...	Actors	Sounds	Special Case Animations
	Indy
Warrior		

Pickupable objects	Multiple State Objects	Touchable objects
Shield		

Puzzles/IQ points

TM4-TEST

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description The test of humanity

Perspective

What happens here

Indy must decide between saving the old monk and getting the stone piece.
If he saves the monk, he passes to the next test.
If he grabs the piece, he plummets down and arrives at the monastary entrance.

Doors to...	Actors	Sounds	Special Case Animations
TM-DOOR	Indy		
TM-OVER	Monk		

Pickupable objects	Multiple State Objects	Touchable objects
tibet stone piece		

Puzzles/IQ points

TM-BRIDGE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Tibet Bridge... test of persistence? | **Perspective**

What happens here

Indy needs to solve the puzzle of walking across the bridge.

Doors to...	Actors	Sounds	Special Case Animations
TM4-PRYR	Indy		

Pickupable objects	Multiple State Objects	Touchable objects
slats		

Puzzles/IQ points

TM4-PRYR

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | final prayer flags/final flag...restorer | **Perspective**
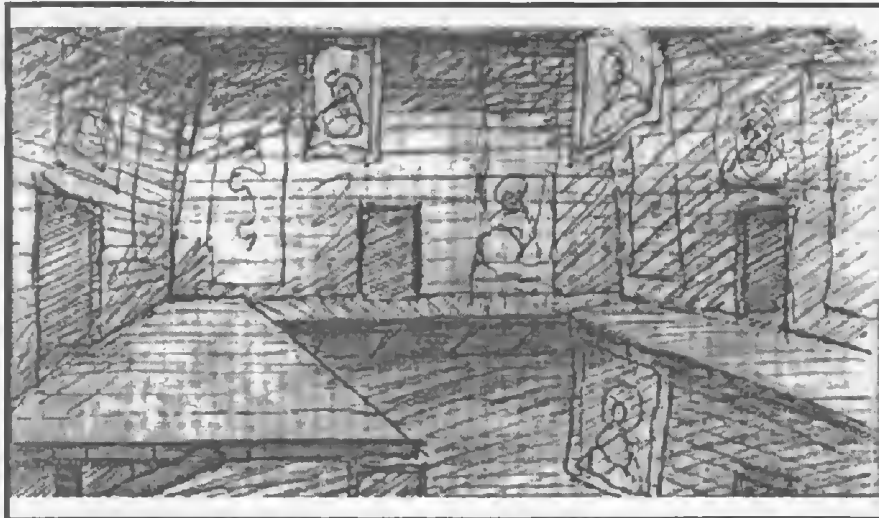
What happens here

Indy reads the final flags
Indy takes the uncompleted flag

Doors to... | **Actors** | **Sounds** | **Special Case Animations**

TM4-TEST

Pickupable objects

unfinished prayer flag

Multiple State Objects

Touchable objects

Puzzles/IQ points

F-CRATES

Priority 1a
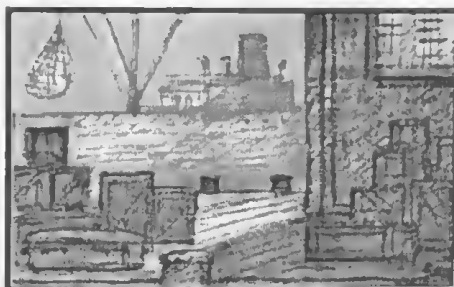
FC-AFT1
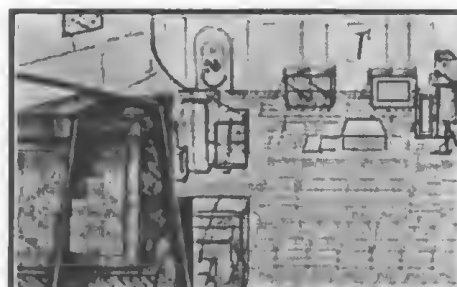
Priority 2a

FC-AFT2

Priority 3a

FC-FOR1

Priority 4a
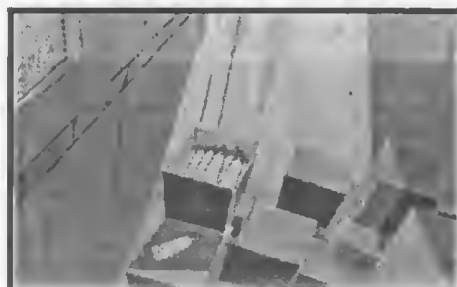
FC-FOR1z

Priority 4a
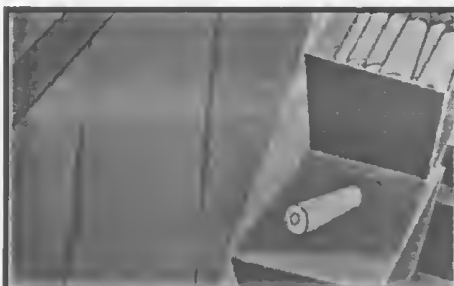
FC-FOR2

Priority 5a
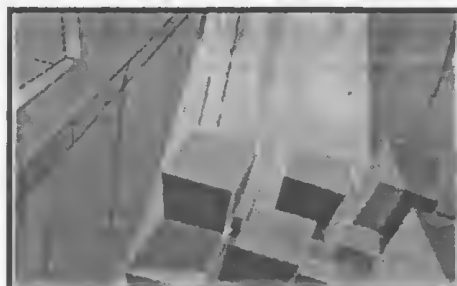
F-ENGINE

Priority 6a
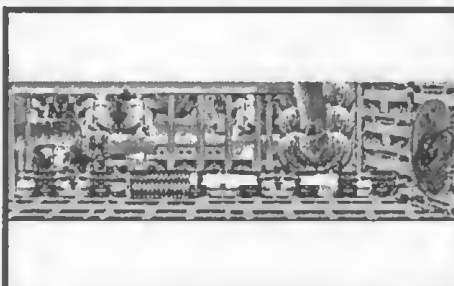
F-CABIN

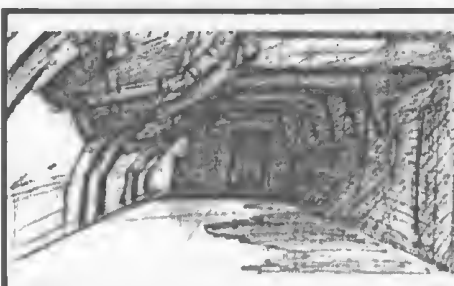Priority 7a

F-SHAFT
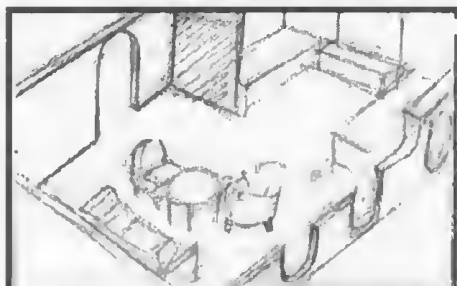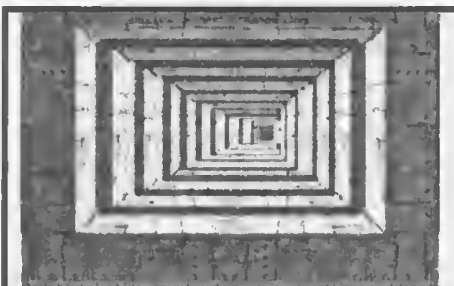
Priority 8a

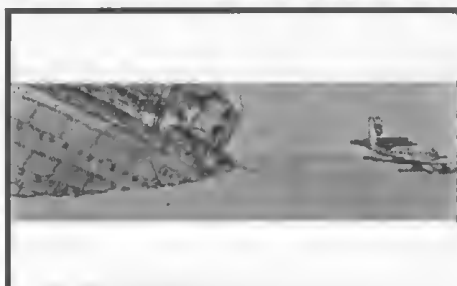**F-FAN**
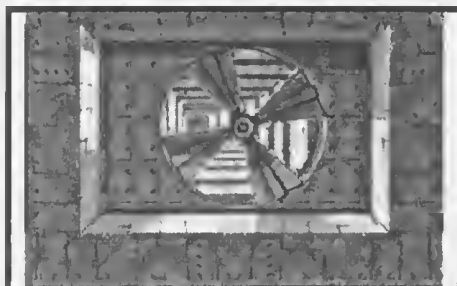
Priority 9a

F-STROCK

Priority 10b

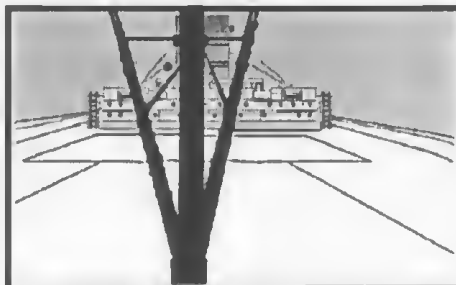**F-SIOE**

Priority 11b

F-CU-NIY

Priority 12c

F-CU-DIY
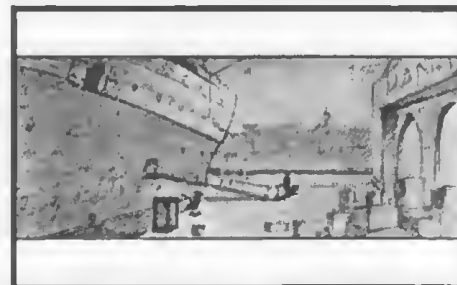
Priority 13c

have
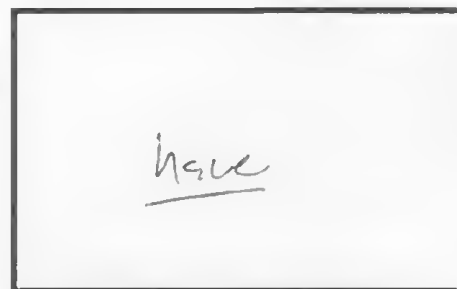
F-FOROCK

Priority 14c

F-OOCK

Priority 15c

F-SINK

Priority 16c

F-TILT

Priority 17c
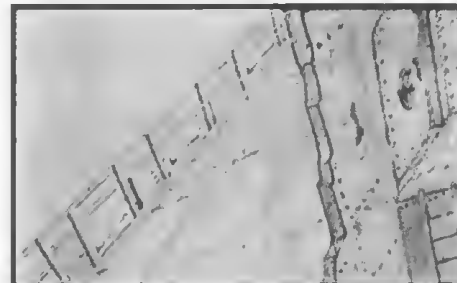
F-LAODER

Priority 18c
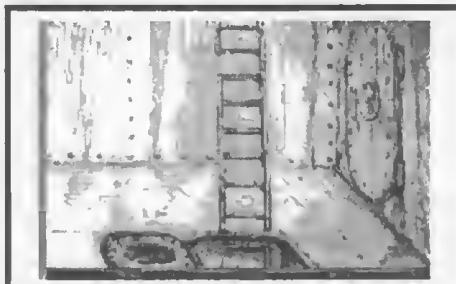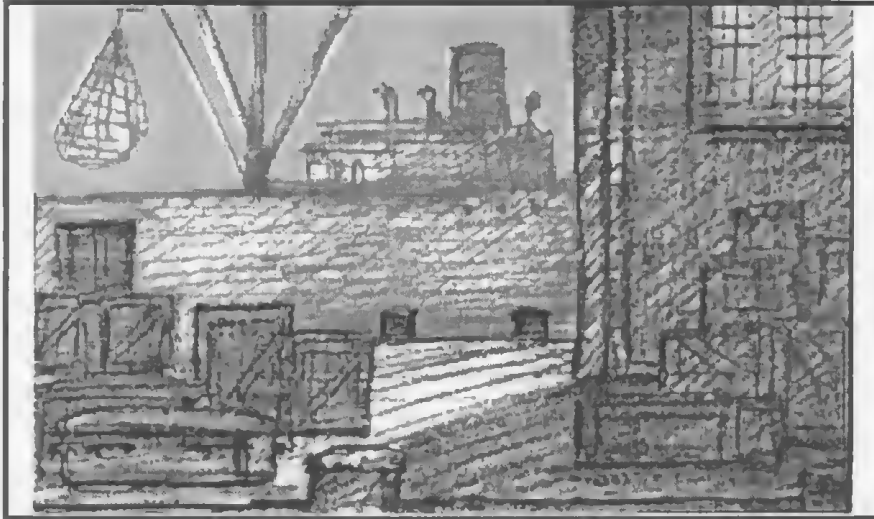
F-CRATES

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Palette of Crates for onloading (plus a coffin)   **Perspective**

What happens here

Indy is unable to open any of the crates. He can read the labels, but they are nailed shut. There is a coffin here and Indy decides to open it up and get inside. Using a paperclip, Indy opens the coffin. Finding only radio equipment inside, he discards the equipment and gets inside. Coffin 'clicks' when lid is shut. Cut to F-DOCK and crates being loaded?
Possible use of 3D cad for palette being loaded into cargo hold (w/ coffin)

Doors to...
F-DOCK

Actors

Sounds

Special Case Animations
*FH-MOTO Indy rides up with motorcycle
FH-UNLCK Indy unlocks coffin
FH-DUMP Indy dumps radio equipment
FH-COFIN Indy climbs aboard coffin
FH-PALET Palette lifts and loads

Pickupable objects
none

Multiple State Objects
Coffin lid

Touchable objects
crates/labels/coffin lock

Puzzles/IQ points
Remove Paperclip from kiev papers, use in coffin

FC-AFT1

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Aft Cargo Room #1 fireaxe | **Perspective**

What happens here

There is a Fireaxe here, but the vent is too high. Indy must use the firehose as a rope to lower himself down

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy		FC-UNROL Indy unrolls the firehose
			FC-CLIMB Indy climbs down/up firehose
			FC-AXE Indy pries open crates with axe

Pickupable objects	Multiple State Objects	Touchable objects
i-fireax	Crates when opened vent door	Crates/Labels/Locked Door/Vent

Puzzles/IQ points
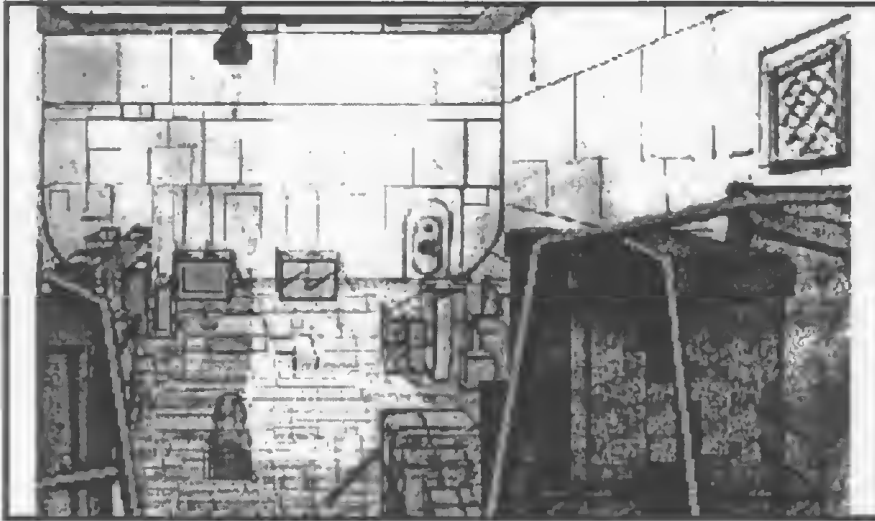
FC-AFT2

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Freighter Aft Cargo Room #2 coffin

Perspective

What happens here

Indy is locked inside the coffin. Nadia finds him here... He is locked in, and looks for a way out.
Indy agrees to stay out of trouble if Nadia would just get him some food.
Nadia agrees and leaves the cargo hold, but just in case Indy doesn't cooperate, she locks the hold closed behind her.
After Nadia leaves, Indy goes interactive. He escapes through an air vent with the aid of a crate-containing some mining equipment.
Could be a Mercedes (Jager's car) here

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy Nadia		FC-EAT Indy eats food from Nadia FC-COF-X Indy climbs out of the coffin FC-PRY Indy pries open a variety of crates FC-PUSH Indy pushes a crate under the vent *FC-IY-EAT Indy sits and eats walk talking

Pickupable objects	Multiple State Objects	Touchable objects
i-mlight Miners Helmet Light	Openable Mining equipment crate Door for Nadia Coffin Lid vent door	Coffin, Pushable Crate, Mining equipment crate, Locked Door

Puzzles/IQ points

Push the crate, get the mining hat
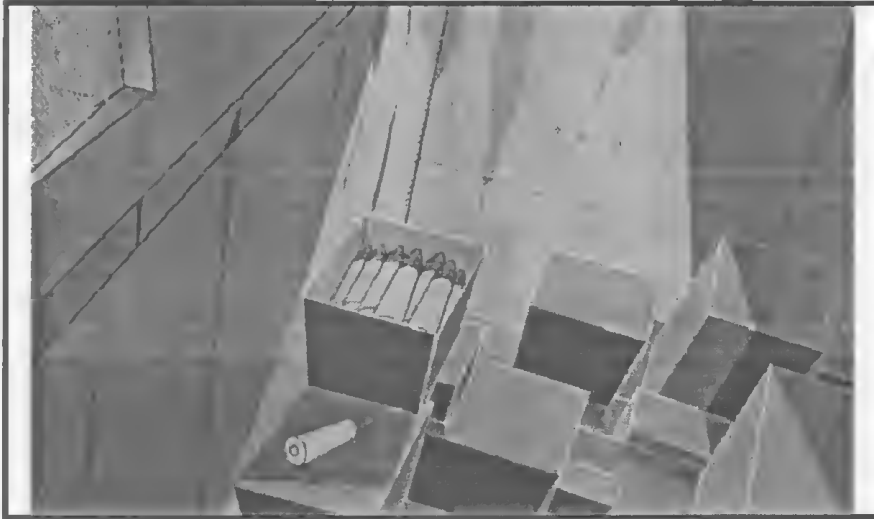
FC-FOR1

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Freighter Forward Cargo Room #1   **Perspective**

What happens here

Indy opens a crate and removes an artillery shell

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy	Shell hitting crate, explosion	FC-CUTR Cut ropes with fireaxe... pick up FC-PSHEL Indy picks up the shell FC-GUARD Guard opens door and looks around

Pickupable objects	Multiple State Objects	Touchable objects
i-rope use fireaxe to cut rope shell... but gets put back down!	Door opening Vent door Room lighting?	Crates, Labels, Shell

Puzzles/IQ points
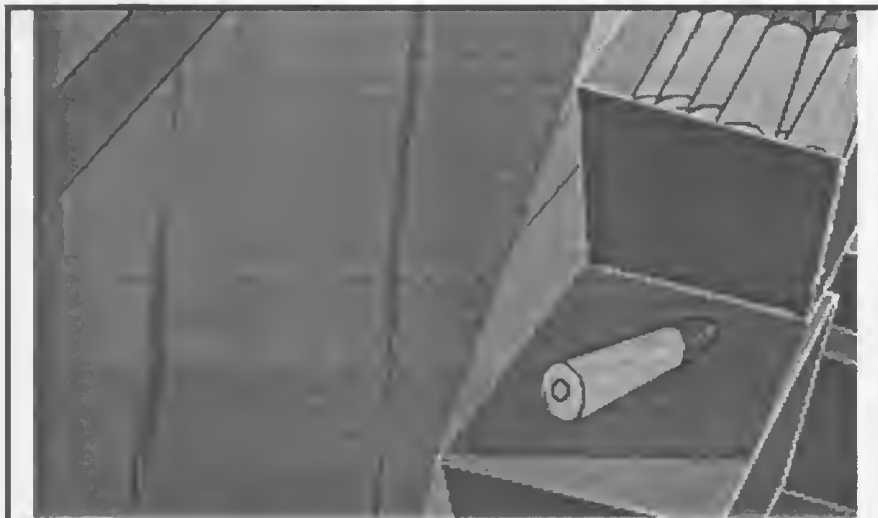
FC-FOR1z

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Close-up of rocking shell | **Perspective**

What happens here

Cutscene. The Artillery shell rocks back and forth... eventually falls

Doors to...	Actors	Sounds	Special Case Animations
			FC-ROCK The shell rocks back and forth

Pickupable objects
none

Multiple State Objects

Touchable objects

Puzzles/IQ points

FC-FOR2

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Forward Cago Room #2 | **Perspective**

What happens here

Indy gets a block-and-tackle here (could be an old sack here)

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy		IY-CRATE Indy climbing down crates

Pickupable objects	Multiple State Objects	Touchable objects
i-pulley need 2 from sack of pulleys	Vent door Opening crate lids	Crates, Labels, 55 gallon drums of aircraft fuel, (pump?)

Puzzles/IQ points

Build a block & tackle from pullies and rope

F-ENGINE

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description | Freighter Engine room | **Perspective**

What happens here

Lots of pistons move and steam occasionally escapes. Indy can be seen peering through a grate. Dunkel later ties Indy up here and tortures him (hands cuffed above his head). Water comes rushing in while steam burts pipes and flames flicker.

Indy has to escape from the cuffs after Dunkelvolk leaves. First he pulls himself up to pipe, and slides along pipe to fitting, then loosens fitting until he falls. Uses Zippo to light torch to cut handcuffs, uses sledge hammer to make homemade acetelyn tank torpedo to blast through bulkhead door.

Doors to...	Actors	Sounds	Special Case Animations
F-LADDER	Indy Dunkelvolk	steam hiss,	FE-PUMEL Dunkelvolk pummels Indy FE-SWING Indy swings up onto pipe FE-SLIDE Indy slides upsidedown on pipe FE-FALL Indy and pipe fall down FE-CUFFS Indy uses torch to remove cuffs FE-TANK Indy launches H2O tank through door FE-PEER Indy peers through grate? (c) FE-WATER Water rushes into room

Pickupable objects

i-airtnk O2 tank for torpedo
i-sledge for launching tank

Multiple State Objects

Exit door, pistons, steam

Touchable objects

pistons, shafts, etc.
hot pipes, valves,

Puzzles/IQ points

climb up pipe
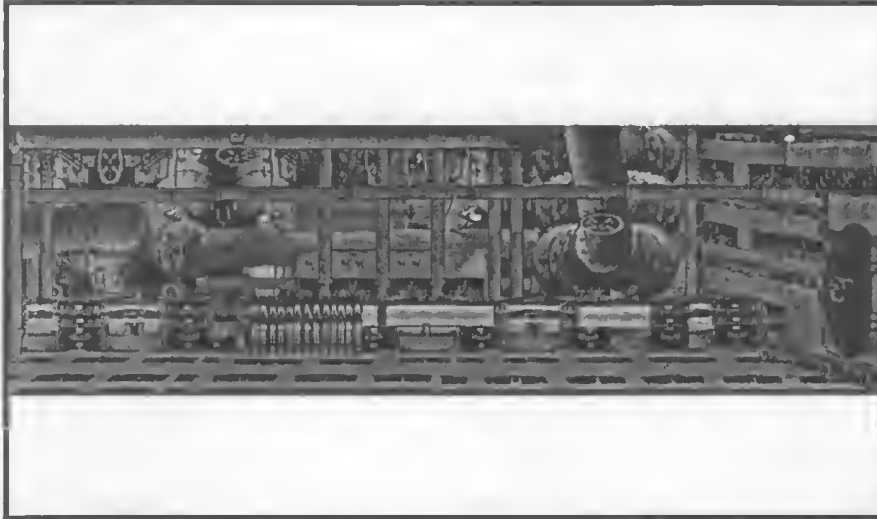start torch w/ flint from water-soaked Zippo lighter
Build torpedo from air tank
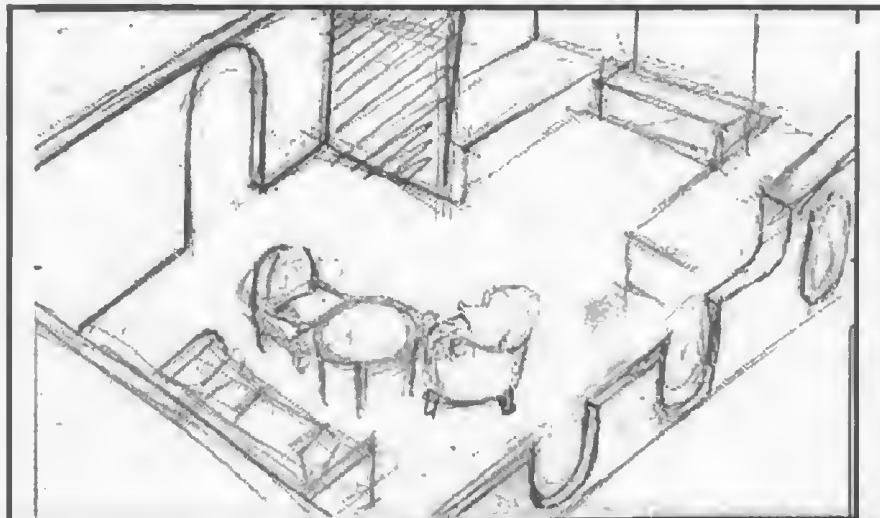
F-CABIN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Dunkelvolk's cabin   **Perspective**

What happens here

Dunkelvolk cleans gun, gets radio-gram, later confronts Indy.
Indy gets in here by kicking the vent 3 times. It gives a player to back out of this situation. Each time he kicks the vent,
Dunkelvolk will react with a gun (if he is present).
If Dunkelvolk if not present, Indy will search the room and finds a locked metal cabnet with the stones in it.
Indy opens the cabnet with block and tackle.
Dunkelvolk comes in and captures Indy.
The wall should do a pixel fade desolve when entering the room

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Dunkelvolk Captain Indy		F-GRATE Indy pushes the grate F-LUGER Dunkelvolk cleans his luger F-CAPTN Captain arrives to discuss radio-gram F-TACKLE Indy strains tackle to open cabinet F-THUG Guard takes stones to Seaplane F-DGUN Dunkelvolk draws gun on Indy

Pickupable objects	Multiple State Objects	Touchable objects
	Lots of drawers/cabinets metal cabinet	Metal Locker Post from Metal Bunk

Puzzles/IQ points
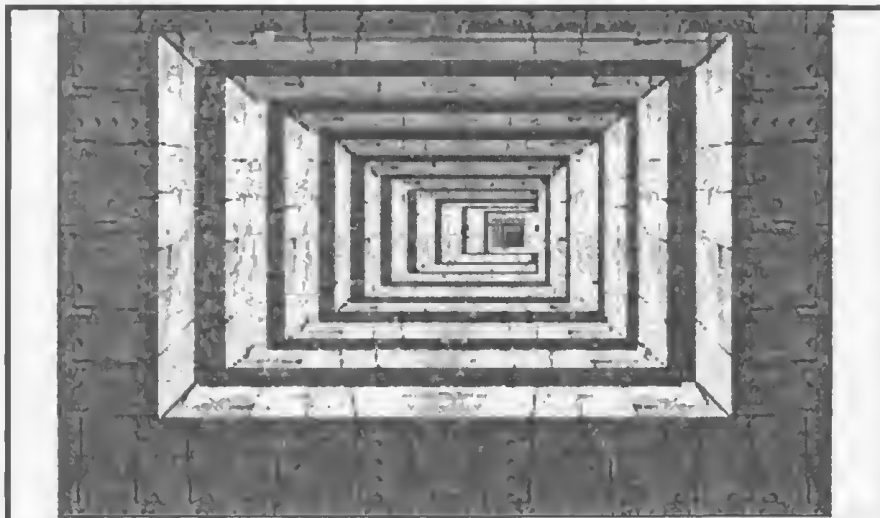
F-SHAFT

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Freighter Air Shaft   **Perspective**

What happens here

Indy travels through a first-person air shaft around the dark recesses of the tramp freighter.
This is how Indy gets around the ship. Eventually, this is also how he gets to Dunkelvolks cabin.

Doors to...	Actors	Sounds	Special Case Animations
CARGOS	Indy		L-TURN Left turn
F-CABIN			R-TURN Right turn
F-FORDCK			
F-STRDCK			
F-FAN			

Pickupable objects
none

Multiple State Objects

Touchable objects
grease?, mildew

Puzzles/tQ points
Just a first person maze
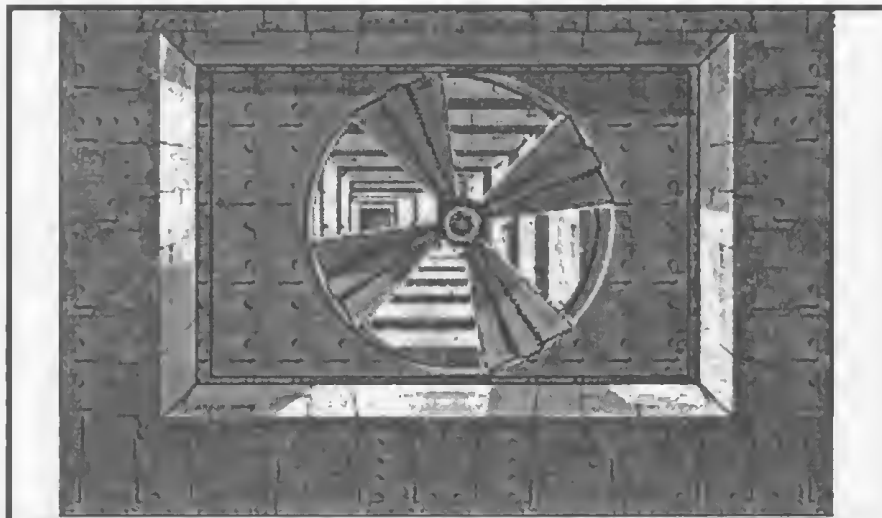
F-FAN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Air Shaft Fan Room | **Perspective**

What happens here

Indy must block the fan with his fireaxe

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy	Motor whine Motor straining	F-JAM Indy jams the axe into the fan

Pickupable objects

Multiple State Objects

Rotating Fan Blades

Touchable objects

Puzzles/IQ points

Stop the blades with the Axe blade

F-STRDCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Starboard Deck | **Perspective**

What happens here

Indy first just gets a lovely view, later, he witnesses scene with Dunkelvolk catching Nadia.
Indy gets the firehose from the wall here

Doors to...	Actors	Sounds	Special Case Animations
	Indy		F-NDRAIL Nadia looks over rail, found by Dv.
	Guard		F-NDKICK Nadia disables the nazi guard,
	Nadia		pushes him overboard
	Dunkelvolk		

Pickupable objects

i-firehz Fire hose to use like rope

Multiple State Objects

Touchable objects

Puzzles/IQ points

F-SIDE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter side... indy dives | **Perspective**

What happens here

Dunkelvolk lowers the boat.
Ju-52 starts its engines.
Dunkelvolk gets to the plane.
Indy dives off the boat and swims to the plane and grabs on to the pontoon.

Doors to...	Actors	Sounds	Special Case Animations
	Indy	Engine sound	FS-RAFT Dunkel lowers raft
	Dunkelvolk	Explosions from boat	FS-PADLE Dunkel paddles to seaplane
	Air Plane		FS-DIVE Indy diving, swiming to plane
			FS-SMOKE Ship is burning up
			FS-PLANE Plane taking off

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

F-CU-NIY

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | In Cargo Hold, Indy talks with Nadia | **Perspective**

What happens here

Indy sits on coffin eating while Nadia talks about Letter from Soviet High Command Re: Iron Phoenix and disappearance of Hitler's ashes. Nadia turns away from Indy and towards camera when talking about her small village and the massacre by Jager and her hunt for him.

Doors to... | **Actors** | **Sounds** | **Special Case Animations**

Pickupable objects | **Multiple State Objects** | **Touchable objects**

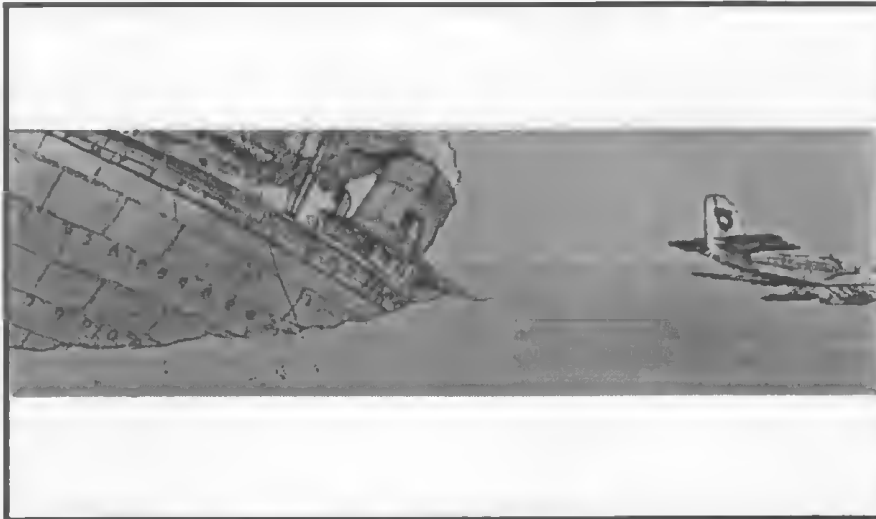**Puzzles/IQ points**

F-CU-DIY

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter close up of Indy. | **Perspective**

What happens here

Indy prepares to be shot with Luger pointer at his forehead.

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

F-FORDCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Freighter Fore deck (view through air shaft plus explosion) **Perspective**

What happens here

Indy just gets a nice view of the ship through a vent hole, and later, we see explosions rip through the hull in a cutscene.

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT		Explosions	FD-EXPLO Explosion rips through deck

Pickupable objects	Multiple State Objects	Touchable objects
none		Cranes, cabins, cargo holds

Puzzles/IQ points
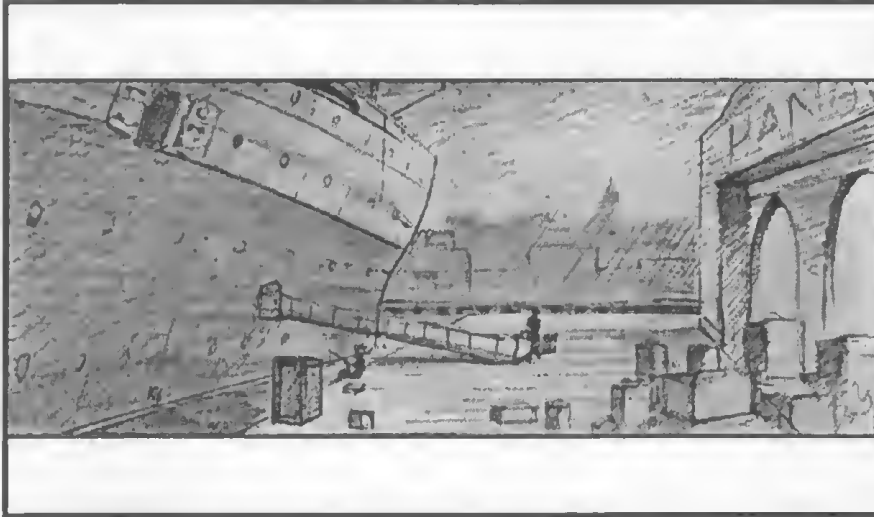
F-DOCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Hamburg dock for frieghter | **Perspective** Regular

What happens here

Indy arrives on motorbike. Indy confirms that this is the proper ship and that it is scheduled to leave any time now. Guard at stairs won't let him aboard. Return to dock scene as crates and coffin loaded aboard ship.

Doors to...	Actors	Sounds	Special Case Animations
F-CRATES		worker noises, motors, cranes	F-DOCKER Guard at stair entrance F-IMOTOR Indy arriving on motorcycle F-CRANE Crane loads cargo on board

Pickupable objects	Multiple State Objects	Touchable objects
none		crates, stairs, guard, crane

Puzzles/IQ points

F-SINK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter sinking long view | **Perspective**

What happens here

Cutscene of freighter sinking under waves

Doors to... | **Actors** | **Sounds** | **Special Case Animations**

Pickupable objects | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

F-TILT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Tilting room shot | **Perspective**

What happens here

Do a nice wall desolve if we come up with puzzles to do here!

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

F-LADDER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter Ladder | **Perspective**

What happens here

Indy climbs the ladder

Doors to...	Actors	Sounds	Special Case Animations
F-LADDER			F-CLIMB?

Pickupable objects

Multiple State Objects

Door to engine room

Touchable objects

Puzzles/IQ points